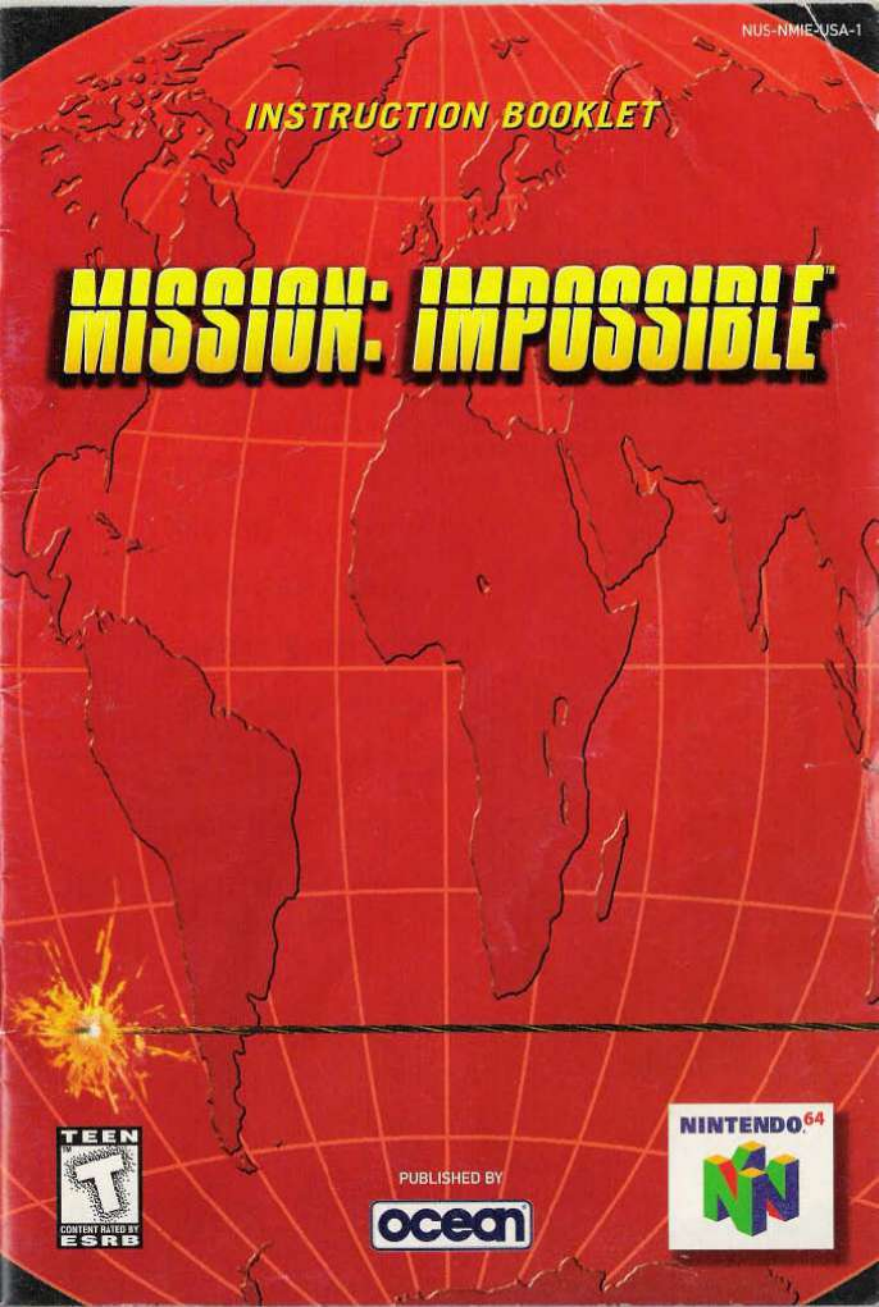
NUS-NMIE-USA-1

INSTRUCTION BOOKLET

MISSION: IMPOSSIBLE™



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NINTENDO 64

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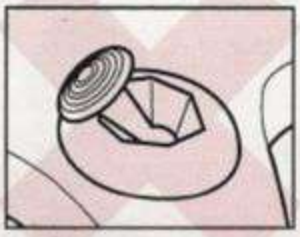
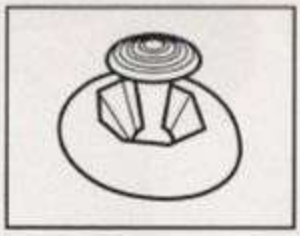
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

HOLDING THE NINTENDO 64 CONTROLLER

While playing Mission: Impossible, we recommend you use the hand positions shown at left.
By holding the Controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the Controller and your right index finger to operate the R Button on the top.

> GOOD MORNING, Mr. PHELPS...

As long as enemy spies, bomb-wielding terrorists, international weapons dealers and undercover agents still traverse the globe, your Impossible Mission Force remains our most invaluable ally for peace on earth.

A lethal combination of courage and stealth are the mandatory skills required for such dangerous, death-defying missions as penetrating a top security terrorist base or the KGB headquarters in Prague.

Your mission, should you decide to accept it, is to assume the identity of IMF's most capable agent and point man, Ethan Hunt, aiding him with your considerable talents as well as the full support of the agency's special weaponry and equipment to successfully carry out your assignments, no matter how impossible.

However, should you or any member of your IM Force be caught or killed, the Secretary will disavow any knowledge of your actions.

This message will self-destruct in five seconds.

>MAIN MENU

To start the game, insert the Mission: Impossible Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START to display the Game Save Screen.

GAME SAVE SCREEN

You can select saved game files to play in a game that is already started or select an empty save file to start a new game. Two games can be saved in each save file, one for each difficulty level. Four files can be saved to the cartridge.

• *Selecting a file*

Move the Control Stick or the Control Pad right or left to the file you want to select. You can read what is in the file and how far you have been in the game for each difficulty level. Press the A Button and then highlight the SELECT command in the menu that you validate by pressing START or the A Button.
This allows you to play a game in the file. If you are playing for the first time, select an empty file to start the game from the beginning.

• *Copying a file*

Move the Control Stick or the Control Pad right or left to the file you want to copy. Press the A Button to confirm and then highlight the COPY command in the menu. Validate the command with START or the A Button.

Then, move the Control Stick or the Control Pad right or left to bring it to the other file to which you want to copy the contents of the first selected file. Press START or the A Button.

- ***Erasing a saved file***

Move the Control Stick or the Control Pad right or left to the file you want to delete. Press the A Button, and then, highlight the DELETE command in the menu. Validate the command by pressing the START Button or the A Button.

This allows you to free space on a file in order to start a new game.

NOTE: In all the Mission: Impossible Menus, it's possible to cancel a choice and go back to the previous menu by pressing the B Button.

DIFFICULTY LEVEL SCREEN

Once you are inside the desired Game file, this screen allows you to select the difficulty level at which you want to play. If you have already played missions in a difficulty level, you will be allowed to play any level that you have already successfully completed as well as the last level you have attempted in that same difficulty level.

Select POSSIBLE for an easy, beginner's play. Ethan will have a bulletproof vest and be more resistant to enemy fire, and his mission objectives will be simpler.

Select IMPOSSIBLE if you think you can stand up to the challenge of being a real IM Force agent. Enemies will be more cunning and Mission objectives more complex, as well as special rewards for the elite player...

When playing Mission: Impossible for the first time, we suggest that you play the game in the POSSIBLE mode and keep the more challenging IMPOSSIBLE mode for later.

MISSION CHOICE SCREEN

Cycle through the Different available Missions by moving the Control Stick or the Control Pad right or left and select one with START or the A Button.

Selecting with START will let you see the mission briefing sequence and begin play at the first level of the mission. Selecting with the A Button will enable you to choose which level among those available you want to play without going through the mission briefing sequence and the previous levels. Select a level with START or the A Button and begin play.

Remember: you can always go back to the previous menu with the B Button if you make a wrong choice.

>GAME CONTROLS

• *Game screen*

1- **Health Bar:** Don't let the fuse go all the way, or your mission is over!

2- **Ethan's IMF Communicator:**
Check this device for information about possible actions :
- White light: incoming message from the team.
- Green light: possible talk with a character.
- Red light: possible action on an object (open door, push Button, climb wall...).
Use the **A Button** to read the messages or do an action.

3- **Field Scanner:** It can show you objects or people with a special electronic tag. All objects and equipment will be a red dot; key people will be green dots, and key spots to get to will be white dots (example: a place to drop explosives).

4- **Weapon Icon:** Shows the weapon selected with available ammo (see also: Inventory)

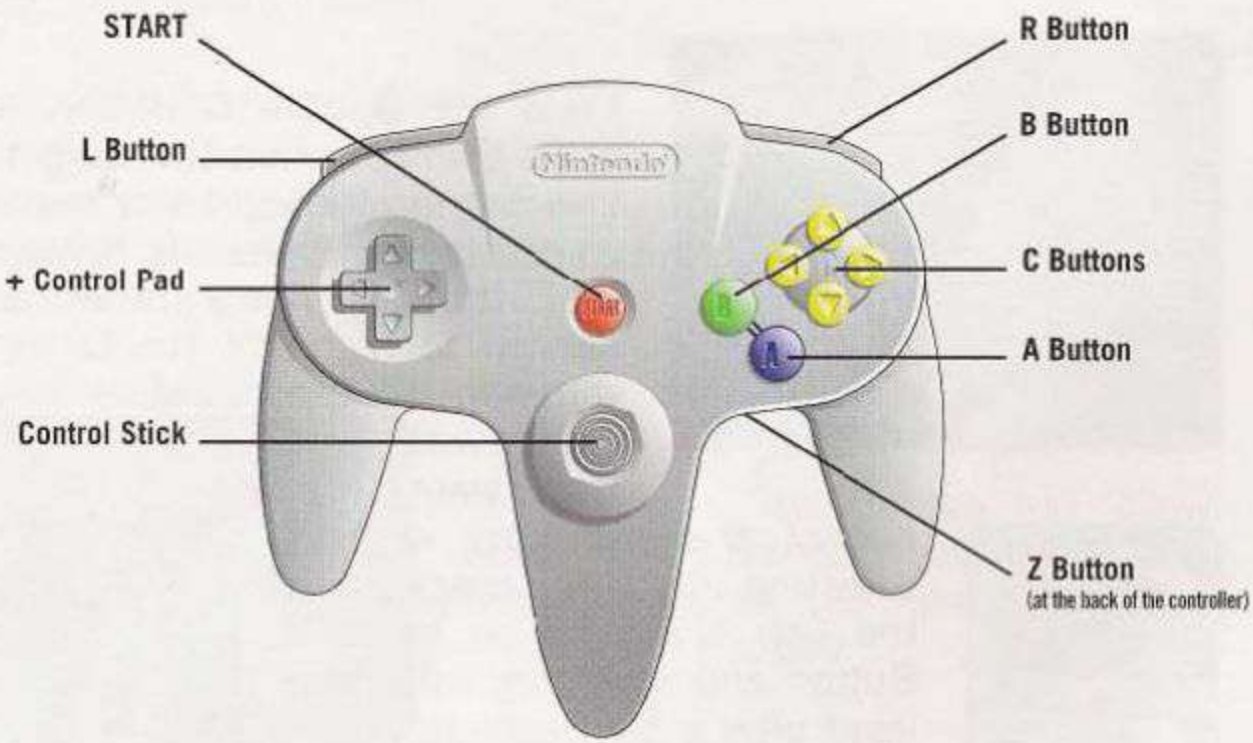
RUMBLE PAK INFORMATION

This game is compatible with the Rumble accessory. Before using the accessory, please read the Rumble Pak instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak.

STANDARD GAME CONTROLS

In most levels, the game controls will be as follows:

- **L Button:** Switch camera mode.
- **R Button:** Hold to get the first-person view / aim mode.
- **Top C Button:** When aiming: weapon zoom.
- **Right C Button:** When aiming: right sidestep.
- **Left C Button:** When aiming: left sidestep.
- **Bottom C Button:** Press to crouch / stand up.
- **B Button:** Inventory scroll (see also: Inventory)
- **A Button:** Action (open door, push switch, receive message, etc.). Default function is Jump.
- **START:** Pause and enter the IMF File Menu.
- **Z Button:** Trigger, shoot or punch.
- **+ Control Pad:** Move the Camera around Ethan.
- **Control Stick:** Direct Ethan's moves in the 3D environment.



>GAME CONTROLS

INVENTORY

Press the B Button during any time in the game when you want to display Ethan's inventory. Weapons will be displayed horizontally at the bottom of the screen and objects vertically on the right side. Pressing the B Button again will bring a new weapon in the highlighted area. Press the B Button as many times as needed to get the desired weapon in the highlighted area. Press the A Button to validate your choice.

Press the Bottom C Button to bring the cursor on the Objects inventory on the right side of the game screen. Press the Bottom C Button as many times as needed to highlight the Object you want to use. Validate your choice with the A Button.

If you want to get out of the inventory without selecting anything, cancel with the Left C Button or press B Button and inventory will close itself after a few seconds.

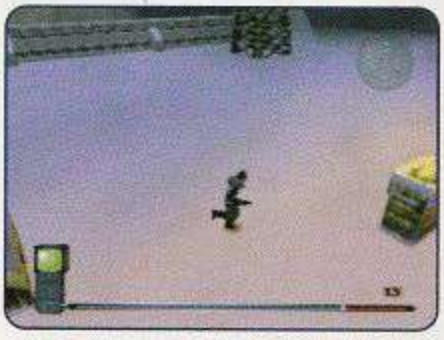
Picking an object in the inventory does not pause the game. Keep on running and interacting with the environment as you make your choice. It may save Ethan's life to keep on running until he can take one of his self-defense gadgets out of his pockets!

CAMERA MODES

The game camera will always follow Ethan during his moves inside the mission environment and adjust in the most appropriate way depending on the disposition of objects, obstacles and buildings around him. In some levels, the camera can be programmed to follow Ethan in two different ways. By pressing the L Button, you can change the camera in many of the levels. See also in IMF menu: controller configuration.

• *Flying Camera mode*

In this mode, the camera will follow Ethan from above and allow you to have a clear view of Ethan's direct surroundings.



• *Rear Camera mode*

In this mode, the camera will follow Ethan from behind. It will always stay behind him, so you can always see what lies in his path.

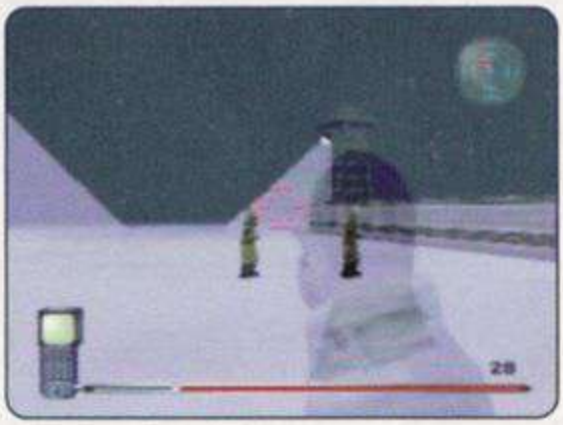
>GAME CONTROLS

• *Rotating Camera mode*

When using the + Control Pad, you can move the camera around Ethan to explore the environment – handy for making big jumps or looking around corners.

• *First-Person View*

Keep the R Button pressed to bring the camera on Ethan's shoulder and to give you a first-person view of the situation. Ethan will be displayed semi-transparent so as not to hide important details of the surroundings. Releasing the R Button will let the camera go back to a position further away, depending on which Camera Mode you have set.



If Ethan has a weapon in his hand, a visor will appear on the screen. The control stick will allow you to adjust the aim to any direction - left, right, up or down- so that Ethan can shoot anything threatening him. To make Ethan do a right or left Sidestep, press the Right or left C Button.

• *When R Button is pressed:*

Up C Button: Zoom.
Left C Button: Left Sidestep.
Right C Button: Right Sidestep.
Bottom C Button: Crouch / Stand up.
Control Stick: Adjust Aim.

Also, you can zoom in on your target by pressing the Top C Button. Releasing the Top C Button releases the Zoom. The zooming distance depends on the accurate shooting distance of the weapon in Ethan's hand. The more powerful your weapon is, the further it will be possible to zoom. Watch out: a powerful zoom will not compensate if a weapon has poor accuracy.

SPECIFIC GAME CONTROLS

In specific levels, you will command Ethan or his IMF team members in special ways.

• Sniper mode - Waterloo Station & Mainland

Sometimes, it is possible to help Ethan by playing one or two of his team members by covering him with a sniper rifle from a higher position.
Use the inventory to go from the normal game mode to the Sniper mode and back. Once the Sniper icon is selected in the inventory, controls become the following:

Up C Button: Zoom in.
Bottom C Button: Zoom out.
B Button: Inventory / Sniper gun selection.
START: Pause and enter the IMF File Menu.
Z Button: Trigger, shoot.
Control Stick: Aim the visor.
R Button: Precision aiming

>GAME CONTROLS

• *Gun Boat Cannon*

Ethan will need to control a cannon when on a gunboat. Controls will be the following:

START: Pause and enter the IMF File Menu.
Z Button: Trigger, shoot.
Control Stick: Aim the visor.

• *Descending down the Terminal Room*

Ethan will have to enter a security area by hanging from a ceiling attached to a cable. Here is how you will help him to avoid obstacles and reach his goals:

R Button: Hold to get the view in the first-person.
Up C Button: Move camera up.
Right C Button: Move camera right.
Left C Button: Move camera left.
Bottom C Button: Move camera down.
B Button: Go up.
A Button: Go down.
START: Pause and enter the IMF File Menu...
Control Pad: As C Buttons.
Control Stick: Swing and rotate Ethan around.

> THE IMF MENU

Press START at any time during play to pause the game and display the IMF Files Menu. These files can give you useful information for your ongoing mission. Highlight any file and select it with the A Button. Press the B Button to go back to previous choice. Press START at any time to resume play.

- *Briefing*

RECOVER NOC LIST
Phelps
You are on the guest list for the Russian Embassy function in Prague. That's where Candice Parker and Robert Barnes are being kept prisoner.
You will make contact with agents Davies and Harmon. They have

This is the explanation of the mission. It explains all the moves designed to deceive the enemy without a chance of them discovering who was behind the scenes. Check your briefing carefully in each game level in order not to miss a vital step of the plan, but be careful! If things go wrong, you might have to improvise...

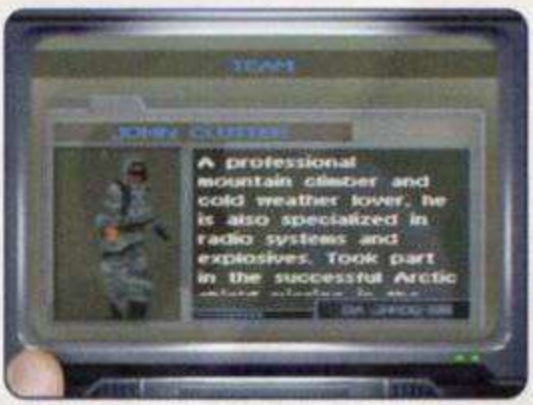
The briefing can be larger than the space provided by the screen. Move the Control Stick or the Control Pad down to view the complete text.

This information screen is automatically displayed at the beginning of your mission.

• Objectives

These are your mission objectives. Check them during your mission to make sure that you haven't missed an important step in Jim Phelps's carefully plotted plan. As you fulfill your objectives, they will be checked one after another. Failed objectives will be counter-checked. If this happens, it is almost surely a sign that your mission is about to fail.

• Team


TEAM
A professional mountain climber and cold weather lover, he is also specialized in radio systems and explosives. Took part in the successful Arctic

Check all your team members' profiles in this databank and get insight on their different specialties and their role in the mission.

Move the Control Stick or the Control Pad right and left to display the different files.

• Equipment

EQUIPMENT
Very powerful and compact spray device, when used in closed areas can put almost a complete army to sleep in seconds.

A very useful file, with information about your IMF Equipment, gadgets and weapons, and even on some of your enemy's weapons. Be sure to have a look at these files as vital clues can be found here.

Move the Control Stick or the Control Pad right and left to display the different files.

>THE IMF MENU

• Options

Highlight any Item and move the Control Stick or the Control Pad right and left to adjust the options.

Music Level - - - - - ***Adjust volume of game music***
Sfx Level - - - - - - ***Adjust volume of game sound effects***
Audio Mode - - - - - ***Mono / Stereo***
Screen Size - - - - - ***4/3 / 16/9*** *(For Widescreen TVs giving the game a more cinematic look)*
Controller - - - - - - ***Switch to controller menu screen***

Here, the controls for the level you are playing will be explained as well as the selection between left or right-handed controller configuration.

• Abort mission

When one or more of your mission objectives has failed, you might want to quit the game right away. You will have to restart at the beginning of this same level on your next attempt...

GAME OVER

Too many hits from enemy fire, deadly traps, or the non-completion of your mission objectives can cause a game to be over. When this happens, you will return to the Mission Screen, where you can have another try at the level. Pay attention to all the details while you play, the crucial element in fulfilling your mission may not be obvious at first glance. A special agent must keep his eyes open at all times and always be on the lookout for the unexpected ... even the impossible!

>GAME DIFFICULTY

Each Save File contains two saved games, one for the POSSIBLE (easy) difficulty level and one for the IMPOSSIBLE (hard) difficulty level. It is therefore feasible on the same Save File to have, for example, the whole game finished in one difficulty level AND the game incomplete in the other difficulty level. It is not necessary to have finished the game in the lower difficulty level to start playing the higher difficulty level. Starting a game in a new difficulty level always brings you to the first level of the first mission.

The first time that you Play Mission: Impossible, we recommend that you try the POSSIBLE game mode for an easier play, so you can get into the game quickly. Playing the possible mode, you will not be penalized for small mistakes in the course of the mission. Ethan will wear a bulletproof jacket to protect him from enemy fire, mission objectives will be simpler and the enemies will be less smart than in the more challenging IMPOSSIBLE mode.

The IMPOSSIBLE game mode will provide a greater challenge for the experienced player. Ethan will be more vulnerable to enemy fire and all kinds of physical damage. The game will require advanced tactics and clever thinking in order to solve new unexpected challenges, avoid enhanced traps, and defeat more aggressive and resilient enemies. No mistake will be allowed in this mode, and you will get a real taste of an Impossible Mission!

>STRATEGY HINTS

Unlike many action or adventure games, Mission: Impossible simulates the dangers and difficulties of a covert agent's life. Ethan Hunt, despite his skill and abilities, is not a superman and cannot run through hordes of enemies with blazing guns and get out of it without a scratch! Enemies are lethal, and in an unknown environment, any mistake can prove fatal.

As you enter a new level, it will be useful to sneak around a bit and observe, without shooting anyone, so you don't start an alarm that would bring more enemies on the spot. Keep an eye on searchlights, radars, or cameras that could spot you!

Enemies are often more easily put to sleep or knocked out than killed, provided that you can make a silent approach from where they can not see you.

When being chased by an enemy, make use of all possible hiding places, building corners, and obstacles in order to ambush them and turn the odds!

Don't forget that whatever the situation, Ethan Hunt is a government agent. Shooting is not something an IMF agent will think lightly of and under no circumstances will he or any of his team members be allowed to cause harm to civilians and innocent bystanders. Watch your aiming in public places and crowded situations...

>MISSION: IMPOSSIBLE CAST

IMF MEMBERS

Jim Phelps: Leader of the IM Force, a true genius for organizing covert operations relying on dissimulation and psychology.

Ethan Hunt: One of IMF's most reliable agents. Highest success rate in the agency. Numerous skills make him first choice for any mission.

John Clutter: Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.

Andrew Dowey: Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronics skills and knowledge of alarm systems.

Sarah Davies: Four years living in Prague. Infiltrated native high society. Invaluable for local intelligence.

Dieter Harmon: Schooled in several East European countries. Son of a traveling caviar salesman. Functions as bartender with high access to parties and social events. Valuable information source.

Candice Parker: Top cryptology expert. Former MIT researcher. Excellent support agent in missions involving computer security.

Robert Barnes: Ultra-reliable high-risk operative. Seemingly intercepted attempting rescue on Candice Parker. Status: Missing In Action

>MISSION: IMPOSSIBLE CAST

Jack Kiefer: Organizational expert, specializing in smooth getaways. Impeccable timing. Always counted on to get the IMF home safely.

Luther StickII: Disavowed CIA agent suspected of bypassing internal security regulations. Allegations unproven. Trusted by Ethan Hunt.

Krieger: Skilled CIA agent disavowed for unpredictability and hostile behavior bordering on the sociopathic.

VILLAINS

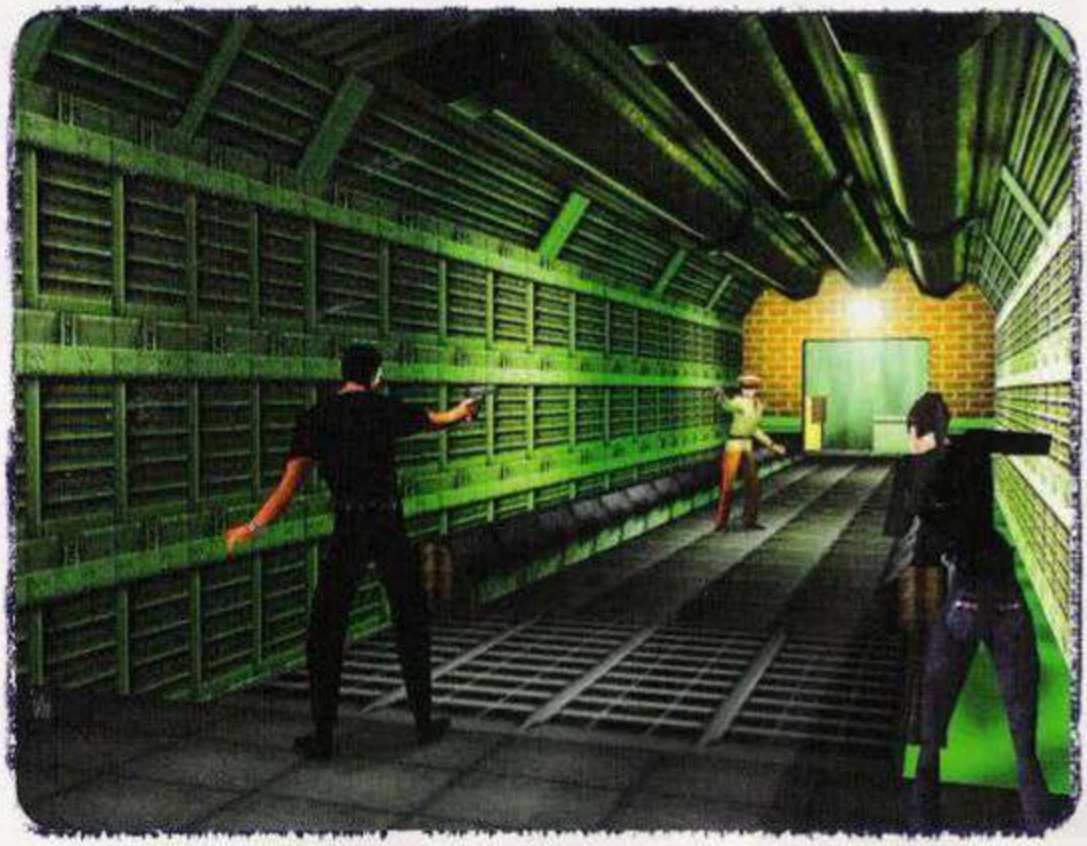
Basil Prokosh: World-class international arms dealer. His global involvement with terrorist organizations make him a formidable and powerful enemy. The Agency has thus far been unable to loosen his grip on our planet's throat, but now the IMF has found a way to infiltrate Prokosh's secret base and put an end to his criminal reign forever, if they succeed, that is.

Aleksander Golytsine: Former KGB line X officer now working international intelligence as a mercenary. Has captured and surrendered to the KGB one of the Agency's top cryptology experts and her half of the invaluable NOC list.

MAX: Code name for anonymous master-mind of a privately-owned international intelligence ring. Suspected (but not proven) that Aleksander Golystine might be in MAX's employ.

Terrorist Leader: His deal with Basil Prokosh's interna-tional arms ring for the purchase of nuclear warheads has already gained notoriety with the IMF.

Only a decisive strike while these two enemies of world peace are together at the same location can save our planet from mass destruction.



>IMF TECHNOLOGY

WEAPONS

7,65 mm Silenced Gun: Very silent, very deadly. No IMF agent would risk entering the field without it.

Sniper Rifle: High precision rifle with very powerful telescope

Mini Rocket Launcher: A nice little hand rocket launcher. Very portable. Ideal for agents on the move.

Dartgun: Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.

Blowpipe: Primitive weapon best utilized when discretion is essential. One advantage is that it doesn't react to metal detectors.

Electro-Stunner: Sends a 40,000 volt shock that will positively electrify recipient. Leaves victim unconscious but doesn't kill.

Gas Capsules: Small capsules when thrown to the ground produce same results as the gas injector. Work well in open space, but their effects dissipate quickly.

Sensor Mine: Standard IMF sabotage device. Detonation can be set on contact, depth or height.

Plastic Explosive: Can be used in minute quantities to blow away small equipment. Shoot to activate if without fuse.

HI Power Explosives: Combined with radio controlled detonator makes for great fireworks.

Gasinjector: Very powerful and compact spray device. Used in closed area can render almost entire army to sleep in seconds

Explosive Gum: Looks like Christmas. Press red to green, stick somewhere and get away. Five seconds later it will blow your way into New Year's. Best not to chew.

Gas Spray: Used by CIA guards as internal security weapon. When inhaled slows down all muscular movement and control.

NON-IMF WEAPONS

9 mm HI Power Gun: Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

UZI Sub-Machine-Gun: Popular black market item. Compact, automatic, frequently used in criminal circles and major motion pictures.

Gun Boat Cannon: Mounted on an old river patrol boat, this

double barrel canon could of had its origins in the civil war. Very large caliber with very low impact, only multiple hits will cause real damage.

>IMF TECHNOLOGY

GADGETS

Face-Maker: The most useful IMF gadget of all. Foam cartridges will reproduce any face with 100 % accuracy. Time and temperature can affect the duration of the mask. A lot of laughs at Langley Alumni reunion parties.

IMF Communicator: Miniaturized communication device that doubles as a database with info about the mission in progress.

IMF Field Scanner: A small wrist-wielded scanning device, can pinpoint people, locations or objects tagged with special CIA "homing" mechanism.

Auto- Frequency Scrambler: The AFS when installed near an emitting device makes IMF communication completely undetectable.

Night-View Glasses: Useful on sabotage missions where power outages are frequent.

Wire-Cutters: Zirconium bladed! Will cut through virtually anything. Insulated up to 50,000 volts.

Radio-Control Detonator: Standard equipment. Radio controlled, requires no special installation.

Nausea Powder: Tiny dose mixed in a drink will result in nasty stomach upset. Guaranteed to stall victim in restroom for hours.

Smoke Generator: Compact gizmos give impression a serious fire's broken out. Only limited in duration. Great

for clearing areas, creating panic and assuring yourself a seat on the metro at rush hour.

Video Freezer: Electronic jewel that blocks all flow of multimedia data.

Spy Cam: Miniature video camera, can be easily placed to record hard-to-get-at information like digital codes.

Fingerprint Scanner: For copying a person's fingerprints and reusing them for access to areas protected by digital scanners.

Electro-Magnetic Scrambler: An electromagnetic scrambler for disturbing aircraft instrument readings and radar.

Infra-Red Vision Goggles: Infra-red glasses enabling security personnel to see security lasers normally invisible to the naked eye.

Laser Deflector Prism: A special device used to create a passage in security laser barriers.

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